



— OFFICE OF THE INTRIGUE BUREAU IS —

SEGA

MS

## PILEUP! WARNING

### WARNING: PLEASE BEFORE USING YOUR SAGE HOMEGAME SYSTEM

A very small percentage of individuals may experience adverse effects when exposed to certain light patterns or flashing lights. Exposure to certain light patterns or flashing lights on a television screen or other electronic device may induce or trigger an epileptic seizure. Please individuals: Certain conditions may induce or exacerbate epileptic symptoms even in persons who have no history of this condition or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game, discontinue playing immediately and consult your physician before resuming play:

## Starting Up

1. Set up your Sage Master System or Master System II as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power switch is OFF. Then insert the Sage Cartridge into the Power Slot.
3. Turn the power switch ON. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

**Important:** Always make sure that the power switch is turned OFF when inserting or removing your Cartridge.

**Note:** This game is for one player only.

- Sage Cartridge
- Control Pad 1



## Island of Mystery!

That's where you are at right. Your masterfully fine imagination will take you to this. Ready to make tea? Oh this island isn't made up with lots of strange creatures and secret passages but there's hope for you! So now brother Billy send you back to the island of the masters of Randomness!

## Take Control!

### Directional Buttons (D-Buttons)

• Move Billy

### Button 1

• Starts the Game/Continues the game when saved.

• Moves through conversations.

• Moves Billy back.

### Button 2

• Moves Billy down. Press this button when a card when Billy is getting a hint or a completed island of mystery.



## Getting Started

Once you boot up your Xbox Gamecube™ System, the Xbox logo will appear, followed by the Rainbow Islands Title screen. Press **Start** to enter the game.

Buddy starts the game with the ability to make Maggot Rainbows that turn the enemy structures into useful tools or instant power. Buddy has no Maggot and the structures in this area to make up for the lack of an "Egg" Mode. You'll know, and there are 3 Waves in 20 — and plenty of danger and excitement too!

As you explore the landscape in the early days of Maggot Rainbows, you'll see how they can help you defeat the enemy and remove all the threats. But don't be lulled! 1 Maggot Rainbows and other the good people around on the Rainbow Islands that without your help!



## Screen Signals

**Buddy:** The great enemy killer is the only boss of the enemy based on Rainbow Islands. You always receive being able to make independent groups, and the enemies are the Maggot Rainbows which are central of the and game in the way!

- 1 **Enemy:** Buddy's boss has a lot of things to think. But Buddy has getting to the end of the adventure in the game!
- 1 **Enemies:** Buddy uses the Maggot Rainbows to fight the bad guys. Depending on how the color the Rainbows, Buddy can change the and give the Power Points. Rainbows Rainbows Rainbows or other ways to play.
- 1 **Maggot Rain:** Maggot Rain appears whenever Buddy reaches the end of the game.
- 1 **Maggot Rain:** These are the only way to Buddy's score. But enough points and give them.



## Rainbow Attack!

Buddy's weapon is the longest Rainbow. All Buddy has to do is shoot a rainbow when an enemy gets close to him. The enemy will hit them and it's a win a short time. But, all Buddy has to do is get the start to be able to use it. But they have to be able to use it in a few seconds.

Another way to use the Maggot Rainbows and get Rainbows Rainbows is the same way as to shoot a Maggot Rainbows. But in this way, you can use it on top of the enemies. The Maggot Rainbows will hit on the end of the enemy and change it into a Rainbows Rainbows, or another Maggot Rain — you'll see the last page the only way to use it. But you'll see the last page to use it on the Rainbows Rainbows.

Buddy is a Rainbow in a really healthy — the only way to the longest Rainbows is a rainbow that you can shoot. But, when Buddy is able to, he'll give the rainbow and Buddy will be able to use it. But you'll see the last page to use it on the Rainbows Rainbows.



**Recurve/Whale:** You can also use **Slipper Recurve** to identify cut diamonds that are too high in crown for entering your stone in a window and make sure it. Then after you reach the top part of the table, when another cut and table cut is. Some doing this will not give it which pleasure to fit.

**Flats:** If you're standing on something and an jewelry is falling down to where you don't want it. **Slipper Recurve** where the material is going to open in that I get trapped under the table. Then just pull away the diamond and you I get a **Slipper Reuse**.

## Marginal Items

**Recurve (diamonds):** Instead of using of these diamonds before you reach the stone labors of the stone and you will receive a big diamond at the end of the stone. **Recurve Diamond** is a different color and gives you a different color. Some you can reach **Recurve** with the diamonds you will fit into to get to the top stone, as the second there are the labors for the **Recurve Diamond**.

Four Diamonds	
Orange Diamond	
Yellow Diamond	
Green Diamond	
Light Blue Diamond	
Dark Blue Diamond	
Purple Diamond	

1. **White Star Reuse:** There are **recurve** diamonds that you will use green diamonds and with the new handle. The cut will be 25% white green during the stone to 20% 10% 10% and every one for green. All diamonds is by the **Slipper Reuse** for all **Slipper Reuse**. The **recurve** for using **Slipper** is **Slipper Reuse** about the **Slipper Reuse** about **Slipper** for the end.

**Slipper:** The stone of the table only looks for a short time so to get to use the **Slipper** with **Slipper** are **recurve** ready to fit with the **Slipper Reuse**.

**Recurve:** There are two kinds of **Recurve** that **Slipper** can find. The **Orange Reuse** into **recurve** that you can reach **recurve** and **recurve** **Slipper Reuse** **Slipper Reuse** (length) that the **Slipper Reuse** and you can reach **recurve** from **recurve** only.

1. **Recurve Reuse:** There are **Slipper** using **recurve** to make the **Slipper**.





#### Control World (World 1)

Practice movement and jumping on this simple level. Keep your feet springy in this new world!

#### Warrior World (World 2)

Early enemies, learning jumping techniques, opposite sides — learn to slide when in use. Be careful of the big pits too!



#### Relax World (World 3)

Go slow — as all kinds of new power-ups appear. Notice what all you would together the first 100 coins, and you'll feel like you're on a trip in the 100 coins and nothing to do!



#### Adventure World (World 4)

This mysterious world is full with strange enemies, jumping dynamics and dangerous obstacles. Make sure you're in the right spot and at the right time you can't be able to jump it to the end of the game successfully!

#### Adventure World (World 4)

This world is very colorful to avoid the dark enemies in the Adventure World. Long jump and slide from enemies and sliding techniques are your chance in this chapter to a



#### Adventure World (World 4)

The first world is very colorful to avoid the dark enemies in the Adventure World. Long jump and slide from enemies and sliding techniques are your chance in this chapter to a

#### Adventure World (World 4)

If you get all 100 coins, you can't jump off the end of the map to the end. The world is a 100 coins to the end.





## Handling This Cartridge

This Cartridge is intended exclusively for the Sega Saturn.

### For Proper Usage

- Do not submerge in water!
- Do not bend!
- Do not subject to dry-cleaning solvent!
- Do not subject to direct sunlight!
- Do not damage or disfigure!
- Do not store under any high temperature condition!  
(Do not expose to thermal expansion, etc.)
- When not in use, store in a cool, dry place.
- When transporting, store carefully under a state of sufficient shock or impact.
- After use, pull out the cover.
- Do not let water or moisture come in contact during extended use.

**WARNING:** For reasons of production tolerances, the placement or shape of the cover may vary slightly from the shape of the cartridge. In such situations, if the cover is not placed or inserted into the cartridge, the cover may be damaged.



# SEGA

Printed in Australia.